THE POLYHEDRON

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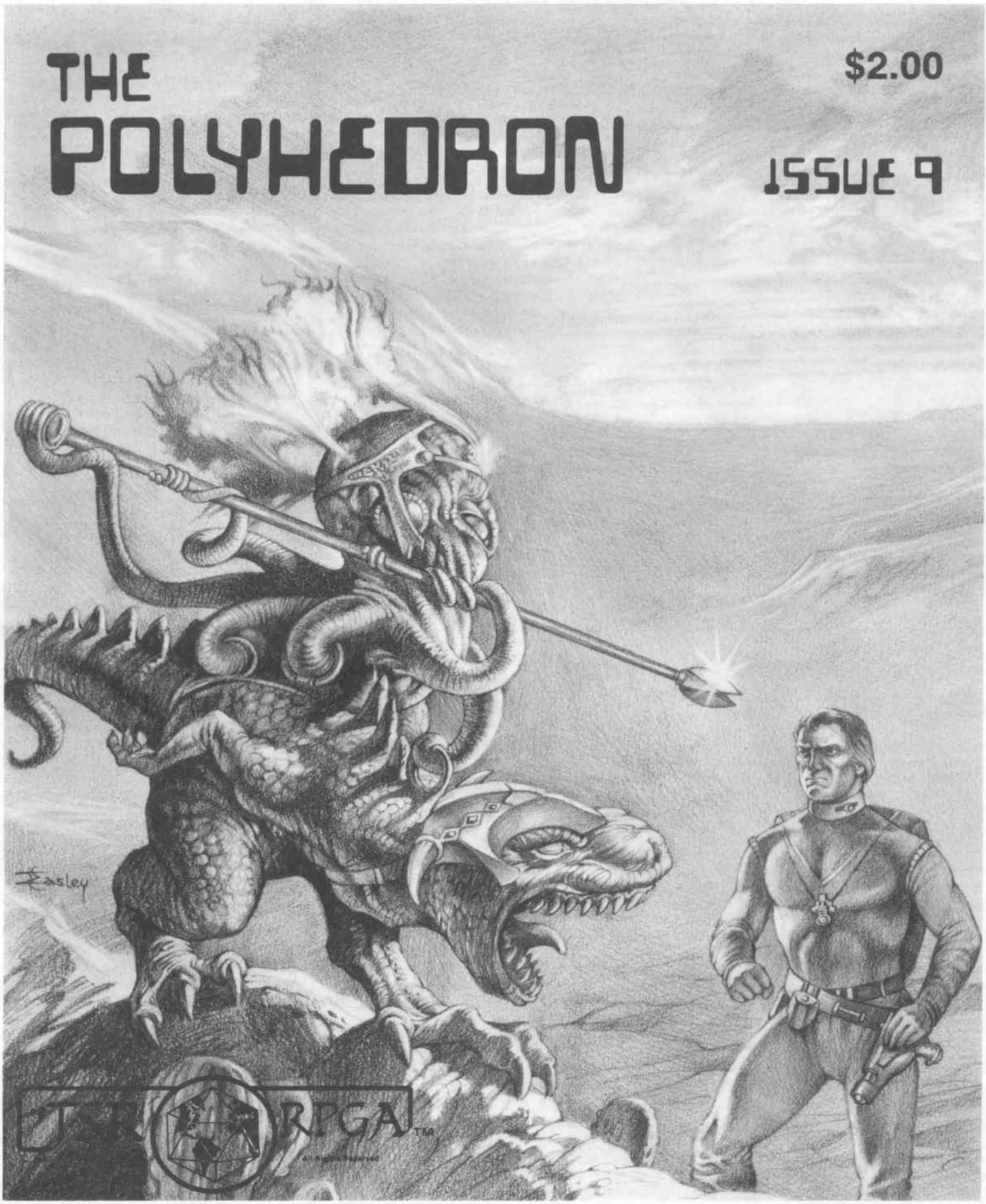
ISSUE 9



ESP

Feels a little heavier, huh? That's 32 pages you're holding in your hands. We were inundated with so many requests for things that our only viable alternative was to expand. Sorta like an early Christmas present.

Issue #9 begins with Holiday Greetings from the RPGA™ Network's first member, E. Gary Gygax, who delivers some exciting news for the rest of us 4,999 members.

Raoul looks a little concerned on the front cover. Wouldn't you if you were wandering about Laco without so much as food, watter or a communicator? Dave Cook's STAR FRONTIERS™ game *Encounters* is a sterling example of "don't let this happen to you."

Remember GEN CON® XV Game Convention, when the days were warm and balmy? Turn to the Convention Report on page 16 for a trip down Memory Lane.

I'm pleased to announce that the TREASURE CHEST (otherwise known as a Gift Catalog) awaits your perusal in this issue. It comes complete with nifty gifts and an easy order form for you to cut out and send in. And while I'm introducing things, Reiga Nerd is back, and he's brought a friend. Well, if you can call Baron Bascali a friend . . .

Which brings me to another strange subject. Kim and Bill and I were sitting around the office late one Friday afternoon not so long ago. As I remember, it had been an especially difficult week. Anyway, there we were, talking about caroling, when all of a sudden there was this strange noise outside. We were fairly used to strange noises seeing as the GEN CON game convention office is next to ours, however, this was different. There, on top of the restaurant below our window were the strangest looking things I had ever seen singing the strangest songs I had ever heard. We wrote them down of course, but I shan't tell you anymore now. The rest is another story on page 14. Happy Holidays! — MK

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POLYHEDRON™

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Holiday Greetings!

It is always an honor and a pleasure to have the opportunity to address fellow game enthusiasts, whether in person or by the print medium. However, it is a bit hard to get into the proverbial Spirit of Yuletide when the grass is still green and the sun overhead is warm and comforting. Alas, that is the effect of the dreaded Leadtime Beast! Bear with me, Good Readers, while I work my perceptions round to the future date when you will be reading this.

The RPGA™ Network is still in its infancy. This is but its second winter and already it has developed into a large and meaningful body. The growth and progress planned for by Frank Mentzer are now the oversight of Kim Eastland, for I dragged Frank off to assist with the vast D&D® game system completion and AD&D™ game work. Frank was loath to leave, just as I hesitated to ask him to do so, but Kim as steward of the Network satisfied us all. While Frank, Francois Marcela-Froideval, and I work to improve and expand your FRPG enjoyment, the Learned Mr. Eastland has a far broader concern — the continuation of your association's plans and projects, and the broadening of activities so that the Network will be able to provide you with even more in the new year to come.

It is a difficult task to establish a new organization, set its goals, make its plans, and then proceed to carry the whole effort through. There are always unforeseen factors, difficulties and delays which test the mettle of the stoutest heart! Yet the RPGA Network has provided you with excellent tournaments for two seasons now, publishes an excellent newsletter, and offers an ever-expanding list of special modules and other products at reduced prices for RPGA members! Not bad, but . . .

The goals established initially have not been met uniformly. It is desired by all that the Network offer more products, and over the course of the coming year I am certain you will all be delighted with what Kim has in store for you. More information exchange and service is desired, and this aspect will likewise be improved. Of course, there are also plans for continued development of sponsored events and tournaments — some which extend well beyond 1983. We hope to be able to provide or approve AD&D™ game tournaments and rate the participants of such events. Eventually, this service will be extended to as many covered RPG's as possible. It is desirable to coordinate activities more closely with the UK Players Association — and what about some interchange with the French Gaming Federation? With its founder and president immediately available here, we should certainly be in a position to take positive steps in that direction.

It has long been my personal desire to develop tournament play to a degree where truly superior scenarios, evenly judged, bring the winner not only acclaim but some heavy-duty benefits as well. This might, in fact, be accomplished in the 1983 GEN CON® Game Fair AD&D Open Tournament. Can we manage to select a winner and send him or her to England to participate in a tournament there? It looks quite possible! In the same vein, can the AD&D Invitational Tournament be established so as to include rated RPGA Network members and cooperating tournament DM's? Again, this seems quite possible now, if on alternating years the Open and Invitational winners were sent to participate in events in other countries. Other meaningful rewards are also under consideration too. This is not to denigrate the current award system but rather to augment it so as to make the successes even more meaningful.

The Holiday Season has many meanings, and this is merely one of many you will receive, but I do hope that it will fill you with the good cheer associated with this time of year. We all wish you the best, now and in the New Year. I trust that all members will be delighted with what your association does for you in 1983 and plans for the years to come. Both Frank Mentzer and I will be on hand, as needed, to contribute what we may, and Kim Eastland will, I am sure, provide you all with the direction which best assures an ever-growing and better association. Neither Kim, nor Frank, nor I can do it alone — or in conjunction. As the name says, it is an association of gamers who enjoy role playing games. It is also up to you, Fellow Members, to contribute your share of the direction and development of the Network. Of course, your membership alone is considerable, as is your support of association activities, tournaments, and so on. We also need your help in recruiting new members, giving us the benefit of your ideas and opinions, and by being active members. If RPGA Network members put on demonstrations and serve as spokesman for our hobby, it will go far towards building an even larger audience, bringing in new members, and dispelling the charges that role playing is occultist and a form of "behavior modification" somehow aimed at subverting the nation's youth. Network members are the best proof that RPG's increase thinking and reasoning ability, improve all forms of useful skills, and (best of all) are good, clean fun!

Thanks for your support and participation in 1982. May you all have a most happy holiday season and a marvelous year to come. If all goes well, I should be doing this again next year at this time, and with your kind assistance, the report and message for the following New Year will be better still!

E. Gary Gygax

Confessions of a Greenhorn Gamer

by Mary Kirchoff

I am going to reveal a deep, dark secret about myself. I am not yet a "gamer." Oh, I've played role playing games in my seven-odd months as POLYHEDRON™ Newszine editor, but I am still not among the masses of you who can quote the DMG. I'd like to share with you my initial impressions of role playing.

I'd already had the basics of "hit points" and "armor class" explained to me — I didn't understand them, but I had heard of them when my DM said, "Game tonight. Show up at 7:00 — oh, and bring some food."

Having never seen a D&D® game in progress before, I had no idea what to expect — I did not expect half of the players to lay on the couch while the others lounged in similar positions in various parts of the living room. I mean, in MONOPOLY* you have to be able to see the board. I sat at the table with one or two other conservative members of the campaign, one of which I had begged into helping me on that first night. Actually, play for me is a better way of putting it. I hadn't any idea how I was ever going to be able to tell a d10 from a d12 — it seemed really trivial anyway. Derrick the Fighter/Cleric stabbed whenever and whatever he was told, and I rolled whatever die my coach handed me. When I left that evening, my brain felt very soft.

My spirits did pick up, and in the intervening week, I in turn picked up the various TSR manuals and guides in the hope that I would memorize them before the next game. I stopped in the midst of this heavy studying to ponder the wisdom and sanity of "cramming" for a game, but only for a brief moment. It was really important to me that I understand what all of the "seasoned" veterans in the campaign were talking about.

Game night rolled around and I was ready. I arrived complete with manuals, note books, figure case (with two figures and 30 lonely little slots), oh, and yes, food. After two hours of play, Derrick had stood in the front of the party (leading the way, of course), stood in the back of the party (protecting the rear, course),and poked something (with his +1 sword) whose name I couldn't pronounce, let alone remember.

There came a lull in the game. We were in the midst of a group of doppelgangers posing as monks — we were getting nowhere. I decided that it was time to make my move, and edged down the hall to the bathroom. When I returned, every last one of them had vacated their previous positions to relocate around the table. Instantly, I knew Derrick was in trouble. After ten intense minutes, I finally managed to wrench it out of someone that a member of my own party had blown Derrick away. I was morose. Someone turned to me and asked me if I had 6,000 gp. I said yes, and before I could even comprehend the details of his death, he was alive again.

I don't remember much about the end of that adventure. I became lost in the concept of role playing a character. From that night on, I began to think of Derrick, and all of my characters since then, as real things that I could create.

I was amazed at the immense possibilities — a player has the ability to form an entire personality — experience a new world — a new way of life. Thinking about it, I realized that we have the same option in the real world . . . I had never thought about that before.

I watched mostly, those next three or four games. When I did try to participate I wasn't very good — never had been one for dramatizing. During those games I came to realize that role playing was what it was *really* all about. Not memorizing the rules, not memorizing what weapons kill what beasty best, nor memorizing the damage done by every AD&D™ weapon — those things are important, but not the sum and total of the game.

I still watch others role play, but I know now that it is for fun; if I accidently grab the wrong die I won't be the laughing stock of the campaign. You can let yourself go in a way most people would never do in real life — myself included. I think that's a great deal of appeal — at least it is for me.

* MONOPOLY is a trade-mark owned by PARKER Bros. Inc

STAR FRONTIERS™ Game

by Steve Winter

A STAR FRONTIERS Game Review

Hey, science fiction fans! Tired of traveling? Sick of the opera? Looking for a game that doesn't require the patience of the universe to play? Have I got a deal for you!

If you haven't checked out STAR FRONTIERS Science Fiction Role Playing Game from TSR, you owe yourself a favor. Before you even open the box, Larry Elmore's cover painting will knock your eyes out. Your gray matter is in for an even bigger treat when you check out what's inside. Your $12 gets:

16 page Basic Game rule book
64 page Expanded Game rule book
16 page adventure module, "Crash on Volturnus," with 2 full-color maps
1 22 1/2" x 35" mapsheet with full color maps printed on both sides
285 die-cut color counters
2 10-sided dice

In the few months since its release at the GEN CON® XV Game Show, over 49,500 copies of the STAR FRONTIERS game have been sold. If you're not impressed, consider that according to a survey in GAME MERCHANDISING Magazine, SPACE OPERA* has sold 20,000 copies since its publication in 1980, and TRAVELLER** has sold 250,000 copies since its publication in 1977.***

The game was designed to be played by people who had no experience with role playing games. It has several pages of tips for referees, and very complete hints on designing adventures. This shouldn't discourage experienced gamers, however. The STAR FRONTIERS game offers a good compromise between simplicity and detail, and is fun for all types of role players.

Readers who are not among the 50,000 people already trying the game will find some of its interesting highlights following. People who already have a copy should be glad to hear that TSR has several new STAR FRONTIERS products coming up.

The Races

STAR FRONTIERS game players can have characters from any of four races: Human, Dralasite, Vrusk or Yazirian.

Humans are the "standard" characters. They have no outstanding strengths, but they have no particular weaknesses, either. They are just like Earthlings, except they developed on a planet closer to the center of the galaxy.

Dralasites are short, soft, malleable aliens, sometimes called "blobs." They can change their shape at will, growing as many pseudo-limbs as needed. They are stronger than Humans, but also slower. Dralasite society is philosophical and thoughtful, but Dralasites also have a very strange sense of humor; they love retelling old jokes and bad puns they hear from Humans.

Vrusk look like large, 10-legged insects, and are sometimes called "bugs." Their society is structured around huge corporations, which serve as the individual's employer, family and government. They are excellent businessmen and merchants, and tend to be serious and humorless.

Yazirians are tall, light-boned humanoids with furry manes around their necks. Humans nicknamed them "monkeys" because they resemble chimpanzees. Thin membranes stretch between their arms, torso and legs which allowed them to glide from tree to tree on their native planet. Originally nocturnal, they wear dark goggles to protect their very sensitive eyes. Yazirian tribes were very warlike in the past, thus, other races still consider Yazirians to be pushy and aggressive.

There is also a fifth character race: the Sathar, a race of evil, worm-like aliens. Very little is known about them, other than their ferocious attacks on the colonies and cities of other races. No Sathar have ever been captured alive, and intercepted transmissions have proved impossible to translate.

The Frontier

STAR FRONTIERS game action is set in the Frontier Sector, a huge, largely unexplored area of space where the four races met. The Frontier contains 23 inhabited planets spread across 17 star systems. In addition to these are another 21 unexplored stars that could have planets. The area is ripe for bold adventurers itching for riches or fame, or just itching for adventure. Interstellar corporations compete for control of the most profitable markets and trade lanes, and race to open new routes to unexplored worlds. Governments fight to control piracy and predatory corporations, and to protect their citizens from the fury of the Sathar.

Adventures

The first adventure, "Crash on Volturnus," is a typical "Golden Age of Science Fiction" scenario. A group of explorers on their way to a newly opened star system is attacked by pirates and marooned on the surface. The characters must fight their way across hostile terrain, battle strange creatures and befriend the natives in order to survive. If they can pick up the trail of the first survey team along the way, so much the better. Module SF 1, "Volturnus: Planet of Mystery," picks up where SF 0 left off. The characters have learned where the surviving members of the first survey are and, as those survivors are the key to leaving the planet, the characters must journey to find them. Along the way, they discover that Volturnus is actually inhabited by several intelligent races who are all being exploited by the pirates who marooned the characters. The destruction of the pirate outpost leads directly to . . .

Module SF 2, "Starspawn of Volturnus;" the characters learn of a sinister Sathar plot to crush and enslave the inhabitants of Volturnus and devastate the planet. The characters must unite the feuding races and revitalize lost technology to turn back the Sathar onslaught.

"Crash on Volturnus" is included in the STAR FRONTIERS boxed set. SF 1, "Volturnus: Planet of Mystery," is scheduled for release sometime early in 1983, and SF 2, "Starspawn of Volturnus," should be available by mid 1983.

Besides these and other adventure modules, a second boxed set will be finished in 1983. This will feature the much-requested starship rules, including a complete starship boardgame, starship design rules, deck plans, new character skills and equipment, guidelines for interstellar economics and trade, and a history of the first and second Sathar wars.

A separate book on frontier worlds, star system and planet creation, and adventures is also being planned.

**SPACE OPERA is a trademark owned by Fantasy Games, Unlimited.*
***TRAVELLER is a trademark owned by GDW, Inc.*
****Survey results published June, 1982*

CHRISTMAS CROSSWORD

This puzzle first appeared in GRENADIER™ Bulletin #1.

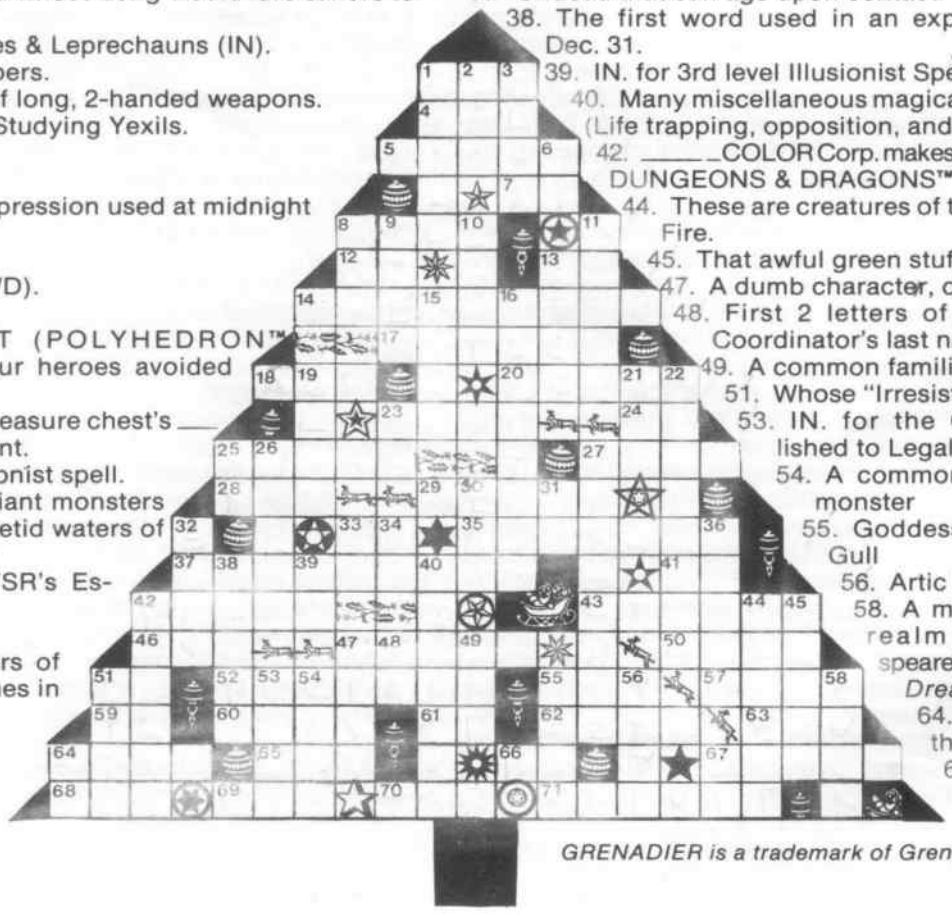
Symbols: AB=Abbreviation, IN=Initials, BWD=Backward Spelling — that is, *hsog* for *gosh*, AN=Anagram, transposing letters of a word to form a new word or words; e.g. Riega Nerd is actually the word grenadier.

ACROSS

1. Egyptian God of the Sky.
4. ___i, Goddess of destruction.
5. Type of mare, also known as "demon horse."
7. A Sumerian Goddess.
8. A 4-armed FIEND FOLIO™ Monster.
12. Otyugh (AB).
13. When you are about to be eaten by Lolth and you tell her you have a friend who's a Paladin, she'll yawn & say,"___ *what?"*
14. The company producing the ADVANCED DUNGEONS & DRAGONS ® Miniatures.
17. The second name of the company described in 14 ACROSS.
18. A position one attains in DAWN PATROL™ games after numerous victories.
20. Bascali's title (BWD).
23. God of Rivers & Oceans whose holy day is the quarter moon.
24. _ _-Monster is a psionic monkey!
25. Neither Rangers nor Paladins may _____ wealth.
27. The initials of YOUR Network!
28. The second word in an expression used at midnight, Dec. 31.
29. The dusty old librarian's first name.
33. IN. of Axebeak's Anonymus.
35. Large Insectoidal monster.
37. Merry _____ !
41. IN. of the designer for Dungeon Modules A3 and C2 and VIKING GODS™ Mini-game.
42. How a cleric obtains his spells.
43. TSR's SAGA™Mini-game is also called the Age of _____ .
46. IN. of the Organization of Yeti Protectors.
47. A mythological creature whose song would lure sailors to their death (BWD).
50. Secret Society of Faeries & Leprechauns (IN).
51. IN. of Official Lairstompers.
52. General classification of long, 2-handed weapons.
55. IN. for the Institute for Studying Yexils.
57. 2nd level Druidic spell.
59. __ azolteotl
60. The third word in an expression used at midnight on December 31.
61. AB. for Operation.
62. 6th level M.U. spell (BWD).
63. Large, flightless bird.
64. In NERD'S QUEST (POLYHEDRON™ Newszine Issue #8) our heroes avoided the River ____
65. A good thief checks a treasure chest's ___ for a secret compartment.
66. IN. for a first level Illusionist spell.
67. These blood-sucking giant monsters are "found only in the fetid waters of swamps and marshes."
68. Possible initials for TSR's Espionage Game.
69. ___ Seeker.
70. ___ Hobbies, producers of the best adventure games in the world.
71. If a Naga is not a Guardian or Water type, it is a _____ type.

DOWN

1. "Manual of Puissant _____ at Arms."
2. Night ___
3. Umber ____ (AN.)
6. Last section of a name for a creature found in the ADVANCED DUNGEONS & DRAGONS® MODULE I1, "a degenerate and corrupt race."
8. This monster is a real "___n in the side."
9. Treasure can include not only precious coins & metals but possibly a magic ____ as well.
10. The strongest and toughest fighters usually ____ the party.
11. These monsters are members of the giant class and are AC 5 (AN).
13. This structure can either be of a grain type in a fantasy world or a missle type found in GAMMA WORLD™ or TOP SECRET® games.
15. Skuld is one of these.
16. GRENADIER™ Models has a set of ADVANCED DUNGEONS & DRAGONS™ Figures called _____ of the Swamp.
19. A Troll does 5-8 points with this.
21. A poisonous snake.
22. Goblin cousins.
23. _ _ P. (spell).
25. IN. for Animate Noodles (chef spell).
26. The only type of Christmas to have.
27. Evil spirits encased in flesh (originally found in India).
30. IN. for the International Association of Aspis.
31. Bigby's _ _. (IN).
32. Crystal balls are used to do this.
33. IN. of 9th level Magic User Spell
34. IN. for Animate Teriyaki (Oriental Chef Spell).
36. Undead that can age upon contact.
38. The first word used in an expression at midnight, Dec. 31.
39. IN. for 3rd level Illusionist Spell
40. Many miscellaneous magical items are of this type (Life trapping, opposition, and mental prowess).
42. ____COLOR Corp. makes the official ADVANCED DUNGEONS & DRAGONS™ Paints.
44. These are creatures of the Elemental Plane of Fire.
45. That awful green stuff that the party hates.
47. A dumb character, or Riega's last name.
48. First 2 letters of the RPGA™Network Coordinator's last name.
49. A common familiar.
51. Whose "Irresistable Dance"?
53. IN. for the Organization Established to Legalize Aliens.
54. A common place for finding a monster
55. Goddess whose animal is a Gull
56. Artic Monster
58. A member of the fantasy realm found in Shakespeare's *A Midsummer Night's Dream.* (Proper Name)
64. IN. of the creator of the Necrophidius.
67. An M.U. *and* Illusionist 1st level spell (AB).



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Reiga Nerd

A Nerd-y Greeting!

This episode of Reiga Nerd first appeared in the GRENADIER™ Bulletin #1.

Baron Bascali's fingers tapped impatiently. "Well!" he bellowed, "Don't any of you have a worthy suggestion as to what to give my fellow nobles this Yuletide?" The advisors turned as red as the holly berries around the Baron's throne.

One cleared his throat. "Possibly the librarian, Riega Nerd, could give us an idea of what the ancients exchanged."

And so it fell on the wheezing old Mage to research the topic. Days later he had the answer.

"Send each a Paladin to serve them."

"What a spectacular gift!" the Baron beamed. "How did you arrive on this, Riega?"

"I obtained the idea from a passage of the ancients that was used far and wide — 'Merry Christmas to all and to all a Good Knight!'"

. . . . . .

Eye-dol Tale
or More Nerd's Words!

This tale first appeared in the GRENADIER Bulletin #3.

It started by accident, actually. An ignorant peasant, sloppy and drunk, stumbled into the Temple of the Goddess of Beauty and touched the idol of that same Goddess. Following his immediate disintegration, a voice informed the attendants that the Goddess had been peeved about having her likeness touched by a peon, and only the sacrifice of the most beautiful object in the Barony would appease her. Otherwise, she would sink the land into darkness for ten years.

Baron Bascali ordered all items of worth to be brought before the idol for its reaction. Hundreds of rare treasures were paraded before the great golden female, but not so much of a twitch was to be seen from the metal face. Finally the Baron's own horde was brought through with but one horrifying aspect to it. Whenever Bascali's daughter carried an item around the statue it would open its eyes and smack its lips. After a few more test runs the Baron became acutely aware that the "beauty" the Goddess spoke of was not of an inanimate nature. He immediately sent for Riega Nerd, his trusted librarian.

The dust covered old sage wheezed and hacked while filled in on the entire story; the Baron moaned and pleaded with Nerd to find a symbol of Beauty to substitute for his daughter; muttering, Nerd shuffled out of the court — all of which brought Nerd and his assistant, Lad, to their present location — a moldy, bone-strewn cavern miles from the castle.

"But master," Lad whined, "I still don't understand why we must have my initiation into the Royal Archers here in this gloomy cavern . . ."

"Tradition, Watt's son! There is an enchanted target within here that floats. If you can strike it with only one arrow before it's completely in view, then you're in."

"Well, that's tricky but I should have a chance. I'm the best archer in the Barony . . . for my age."

"Immodest, but true!" the elderly scroll keeper chuckled. "Here now, Lad, take this arrow for your test. It is the only one you'll be allowed." And with that, Riega handed him an arrow with weeping eyes ornately carved into it.

by Kim Eastland

"Strange looking arr . . ." Suddenly something moved in the cavern. Floating in the dark was a sphere blacker than the background. Startled, Lad notched his arrow, drew, and let it fly before Riega could see what the boy was aiming at. The arrow sparked as it struck the darker area — an awful cry issued throughout the cavern, followed by a sickening "plop!" Lad stared at the area with mouth agape while the little archivist shuffled forward to the fallen heap, unsheathed his dagger, and carefully began cutting into it.

"What was that?" Lad whispered.

"An Eye Tyrant, boy! Sorry to deceive you, but I was afraid the fear of a Sphere of Many Eyes would stay your hand."

"But a single arrow couldn't kill a Beholder."

"It can if it's magical and created for that purpose. And when you've reached the proper age, you've more than passed the test for the Royal Archers!"

The next day the priests were fitting a glowing gemstone the size of a melon into the idol's forehead. "And you say it came from the inside of an Eye Tyrant, Riega?" the Baron asked.

"Yes, right behind the central eye. After you asked me to help your daughter, I studied for hours and found that all wise men agree on one thing, 'Beauty is in the Eye of the Beholder!'"

Thanks to Mark Beadles of Schoolcraft, Michigan for the original tale.

ENCOUNTERS

BY DAVE COOK

"Encounters" is a new addition to the POLYHEDRON™ Newszine feature columns. It is a one page encounter description of each issue's cover art depicting a TSR role playing game. It may be used by referees to interject something unusual into their games or playtest problems on their players, or by players who want to explore different character classes.

The setting:
This encounter occurs on the dry, windswept planet of Laco, an extremely inhospitable planet, swept by great duststorms during long, dry days. The minimal amount of animal life on Laco lives around the edges of the small shallow seas that dot the planet. Poor in resources, the only feature of interest is a huge, deserted alien city built long past by a race known only as the Tetrarchs.

The Characters:
RAOUL DEBONHAM — member of the Pan-Galactic Corporation Artifact Research and Development Team, Assistant Xenopologist
Strength/Stamina: 55/40
Dexterity/Reaction Speed: 50/60
Intuition/Logic: 70/60
Personality/Leadership:70/50
Skills: Level 3 Psycho-Social
Level 1 Computer
Level 1 Environmental
Equipment: Laser Pistol
Powerclip (18 SEU remaining)
Poly-vox
Level 1 computer
Level 3 Information Storage Program
Level 2 Language Program

NOTHRU FAR RIDER, UI-mor — RW:5, M:45, PS:2, IM: 6, RS:55, STA:40

LOPER — MV:FAST; IM:5; RS:4; STA:300; ATT:40; DM:4d10; SD:Immune to needlers

Raoul is a minor member of a team of experts sent to investigate the strange alien city. For several weeks now, he has been doing minor busywork — running calculations, cataloging facts, proofing maps, etc. Raoul had originally joined the expedition for fame and excitement; the work as of late has caused him to be thoroughly bored and disgusted. Since work is light, he has taken the chance to slip away and explore the area beyond a ridge of hills to the west. None of the other members of the exploration team had ever crossed the ridge — satellite maps showed absolutely nothing of interest in this direction.

It is late in the afternoon and Raoul is hot, tired, hungry, thirsty and lost. He has been stumbling around for hours through the rock fields and dust pits, and has had to defend himself on two occasions from savage looking creatures.

Far too late, he realizes that he should have brought food, water, a communicator and compass — he curses himself for the fool that he is.

Then, he sees it — before him, topping a rise is an octopus-like creature riding a big lizard. Nothru Far Rider is an outcast, exiled from his tribe. Captured by pirates on his home planet Volturnus, then taken off-planet to be sold as an oddity, he and his loper managed to escape when the pirates landed here. Its hot and barren conditions make Nothru feel at home. Nothru distrusts all non-UI-mor, but knows that they are the key to his getting home.

Actions
Nothru will slowly advance the loper towards Raoul, trying not to scare the Human, but not letting his guard down. He recognizes that this may be a chance for him to get home. Once close enough to Raoul, he will attempt some simple sign language and speak (in his own simple tongue) to show that he is friendly. If Raoul uses his *Empathy* sub-skill successfully, he will be able to tell that the creature is uncertain and not immediately hostile. If Raoul uses his *Communication* sub-skill successfully, the referee may allow the player to speak to the UI-mor in phrases of two words or less — nothing complicated. If Nothru can get close enough to Raoul, he will slowly withdraw his mind-link tentacle from the loper and extend it towards Raoul. The loper, out of contact with Nothru, has a 50% chance of panicking and attacking Raoul when this is done.

If Raoul checks his Information Storage program, he will learn that this creature is not native to Laco. It comes from a planet called Volturnus and is considered intelligent, but possibly dangerous. If he allows the mind-link to occur, he will understand that the UI-mor is not hostile and wants to go to some place it calls the "Place of Oneness." If attacked it will fight to the best of its ability.

Your AD&D™, TOP SECRET® and GAMMA WORLD™ game questions will receive answers in this column. Send questions to "Dispel Confusion," Editor, POLYHEDRON™ Newszine.

by Frank Mentzer, Merle Rasmussen and Jim Ward

Advanced Dungeons & Dragons®

Fantasy Role Playing Game

Q: Your "all or nothing" system for poison is unrealistic and overly deadly. Why don't you use some other system?
A: The DMG offers an optional system (pg. 20) with poisons classified as ingestive or insinuative (the former applicable to potions and food, the latter to traps), and further subdivided by onset time, damage, and so forth. It's for "purchased poisons," but there's no ill effect if applied generally.
Q: What effect does a neutral (instead of good or evil) cleric have when trying to Turn Undead?
A: First of all, a "neutral cleric" could be Lawful Neutral, Chaotic Neutral, or Neutral-only. A Neutral-only cleric is called a druid, and cannot affect Undead. The verdict on the other two is undecided, as yet, and could end up either of two ways, the first giving the choice to the cleric — that is, whether a "good cleric" or "evil cleric" effect is desired. The second possibility involves the cleric's whole alignment; Lawful Neutrals would affect Chaotic Undead as if good clerics, and Lawful Undead as if evil. The reverse would apply to Chaotic clerics.
Q: If my druid throws darts at a monster, hits, and then casts a *heat metal* on the darts, how much damage will the monster take?
A: No intelligent creature would leave darts, arrows, and the like sticking in its hide; removal of such objects is assumed in the course of the round (as are feints, minor movement, and so forth). Most creatures, intelligent or not, would at least try to remove them, though some may find it difficult or impossible. When the dart is definitely still there — a ruling for the DM to make — the heating does 1 point per "hot" dart, 2 per "searing," up to the maxima given in the spell description (4 and 8, respectively).

TOP SECRET®

Espionage Game

TSQ: Do all agents have a license to kill?
TSA: This is a local administrator's decision. I strongly suggest that only agents working under the Assassination Bureau be given such license. Confiscators and Investigators need not kill except in self-defense.
TSQ: What happens when the second and third shots following a tracer are tracers themselves?
TSA: The second tracer fired gets a 10 to hit; the third, a 10 to hit; the fourth bullet fired, a 10 to hit; the fifth bullet fired, a 5 to hit unless the fourth bullet was a also tracer. In that case, the fifth bullet would get a 10 to hit. The only catch to loading a weapon with only tracers is that they serve to indicate the position of the weapon firing them.
TSQ: My character was shot in the right arm; internal damages resulted in the loss of use of the arm. What about an artificial limb, or bionics? Also, if an agent has lost a percent off of a trait permanently, can he gain it back through experience points?
TSA: Unfortunately, the rules on artificial limbs and bionics were edited from the TOP SECRET manuscript and are not currently available to the public. Your local Administrator's discretion is advised in allowing bionics. I would allow artificial limbs to be used.

Permanent losses can be regained by applying experience points to improve the character trait. See: *Improvement of Character Abilities.*

The TOP SECRET Technical class has only been released in parts in issues of DRAGON™ Magazine and are not yet available elsewhere. Technicians work with and operate equipment on secret missions. They need not be fourth level for special equipment.

GAMMA WORLD™

Science Fantasy Game

GWQ: How do I start player characters?
GWA: This is the single most asked question that comes over my desk.
Let me first say that it is handled in the revision that will hopefully be out by June of this year.

In my game, all players start out with primitive equipment — variations on things that I imagine American Plains Indians would have commonly had: bows, spears, horses (mutated, of course), tents, pottery, skin backpacks and the like. I do not deal in Domars or currency. They begin in a bartering society; a "I will trade two old horses for a new bow and tent" type of culture.

In games with higher orders of technology, give the players enough equipment to allow them to survive for three weeks in the area that you have created. Don't give them Domars or the common trading currency — they should earn it
GWQ: Are robots, androids, and cyborgs influenced by mutations?
GWA: The nature of a robot or an android is such that direct mental or physical mutational attack on their systems is impossible by mutants. They don't have minds to be controlled and their wires and circuits cannot be frozen from the inside by cryokinesis.

On the other hand, attacks that influence the environment around the robot or android will work. If a mutant burns the grass under the enemy, the fire will damage that foe.

Cyborgs all have brains, and these can be influenced by all the attacks that would work on flesh and blood enemies. If *Mental Blast* is used, the brain is attacked. I use 12 across the board for nonplayer character enemies in their catagories like Constitution, etc. Similarly, *life leech* attacks, etc. will effect the brain of the cyborg just like it would another mutant type.

TOP SECRET®
Gadget Contest Results

A TOP SECRET Game Feature

Here it is, at long last! The results of the contest started almost a year ago whereby those with a bent towards TOP SECRET® paraphernalia could design and submit their gadgets for approval. And now, without further ado, the winning inventions and inventors.

Category: S — Surveillance — First Prize
Name: Fibre-Optics Probe (Lightweight Model)
Proto. Time: 336 hours (two weeks)
Proto Cost: $3,400
Mfg. Cost: $225
Inventor: James F. MacKenzie Jr.
How it works: The operator slides the end of the 15' long flexible probe cord into a small opening. The cord is no thicker than a wire, has a light strand illuminating a 9" radius, and a thread running along it making it easy to pull the cord and curve it around tricky areas.
Effects: Whatever is in the field of vision in the end will appear on a small viewscreen on the side of the main unit. Most units adapt for photographic connections.
Added comments: Usual weight, 3 lbs.; size, 3" x 7" x 11". Drawbacks: fast power drain, most discharge in 20 minutes of use, water sensitive, thorough cleaning once wet is required. Usually even the slightest damage to the probe cord requires complete replacement (an $85 charge).

Category: S — Runner Up
Name: Opticon Mk V (Laser View)
Proto. Time: 3 weeks
Proto. Cost: $5,000
Mfg. Cost: $350
Inventor: Ed Palmer
How it works: This solar powered (with battery back-up) scanning device is used to spot and determine range and direction of target via a laser. An additional $35 will add a tracer which picks up homing devices also by laser. The main lens is a 1x-30x zoom lens with a 2x magnifier and the eyepiece is a 1x-4x intensifier for a 2x-240x magnification.

This device may also mount on a rifle (mount = $5) for assassination purposes. It may be purchased at a slightly higher cost with a "night-sight" capability built in.

Category: S — Honorable Mention
Name: Model Jet Pack (MJP) — Defender Series
Proto. Time: 336 hours (two weeks)
Proto. Cost: $5,000
Mfg. Cost: $700
Inventor: Billy Jensen
How it works: The MJP is powered by a rare fuel called Tarant 2, named after its inventor, which is available only through government agencies. The fuel will provide five hours air time with a top speed of 30 mph.
How it is used: Worn on the back, the MJP has arm controllers on either side (even if one arm is disabled, the apparatus can still be used). Optional equipment is: Short-range radio on the left controller, infra-red goggles, two tubes containing two smoke grenades each fixed to the back.
Effect: Anyone within one meter of the jets will be burned badly, user excluded.
Added comments: The MJP is generally used by agencies as a patrol unit for their bases in order to prevent raids. It can be used as a combat support model by replacing the smoke grenades with more offensive types. Movement through wooded areas is difficult at best.

Category: Communications — First Prize
Name: Telegraph Shoe
Proto. Time: 72 hours (three days)
Proto. Cost: $250/pair
Mfg. Cost: $100/pair
Inventor: Lance Funston
How is works: This device is activated by kicking the heel against a hard surface, thus pressing a button which engages a battery. A message is then relayed by tapping the toe on the floor in code to a pre-designated station. Thus, a message may be sent even under direct observation by the enemy.

Category: Assassination — First Prize
Name: Gas Pipe
Proto. Time: 336 hours (two weeks)
Proto. Cost: $2,000
Mfg. Cost: $120
Inventor: Joseph D. Adlesick Jr.
How it works: This gadget is a false smoking pipe. The bowl of the pipe is an enclosed receptacle for chemically treated tobacco which, when lit, exudes either a poisonous or sleep inducing gas. The pipe stem is in actuality a specially prepared gas mask/filter (dependent on type of gas used). The agent will be protected from the effect of the tobacco by the special filter.
Effect: Its effect will be listed under sleeping gas or poison in an area prescribed under gases.
Added comments: The time needed to produce and costs listed above are for pipe itself. The cost of the tobacco used is determined by type (poison being more expensive). The device is ideal in a situation that allows "a final request . . ." — one last smoke!

Category: A — Runner Up
Name: Little Tracker
Proto. Time: 200 hours
Proto. Cost: $10,000
Mfg. Cost: $2,000
Inventor: Ethan McKinney
How it works: This is a two part device.

Part One: The Probe. The lithium cell powered probe is basically a transmitter for part two.

Part Two: The Little Tracker. It is a battery powered, four wheel drive bomb! Size= 6" x 12" x 5". Wheels are driven by an electric motor.

How it is used: The probe is placed on or near the assassination target and begins broadcasting. The LT is then brought into the area and turned on. It immediately homes in on the probe and detonates when within three feet of the probe (based on the intensity of the probe's broadcast).
Effect: The detonation of the LT has the same effects as a standard fragmentation grenade and eight ounces of plastique (as found in the TOP SECRET game rules). Note that this destroys the LT completely, and will probably eliminate the probe also.
Added comments: Movement= 250' per turn. Thus, it is impossible to catch up to it on foot and all shots at it are at -50 (01-05 still hits). The LT is equipped with "sensor hairs" with two on the front and one on each side. They tell it where objects are that might impede its advance, thus allowing it to avoid them. If the LT loses pressure on three of its four wheels for more than five

seconds, i.e., if it is picked up, it will detonate with full normal effects. Note that the cost does not include the setting for the probe which can appear as anything from a large pearl to an aspirin, to a teacup or larger. If the LT is shot, use the following table to determine what damage is done.

Roll	Area	Effect
1-3	No effect	No effect
4	Battery/motor	LT comes to complete stop
5	Suspension	LT rolls 2'-10', then comes to a complete stop. Detonation is in 5 seconds.
6-7	Homing	LT continues on its present course, to avoid objects. Will detonate if within 3' of probe or picked up.
8-9	Guidance	LT homes on target, but runs into any objects in its path. Detonation occurs for full normal effect
10	Detonates	Full normal effect

Category: M — Miscellaneous — First Prize
Name: Digital Lie Detector/Watch
Proto. Time: 504 hours (three weeks)
Proto. Cost: $5,000
Mfg. Cost: $650
Inventor: Joseph D. Adelsick
How it works: This solar powered digital watch has a dual function as a portable lie detector. Through space age computer miniaturization the watch analyzes input from electrodes and heat/pressure sensors located at the base, and delivers a readout in LED of either *true* or *false*.
How it is used: Ideally, it is used as an aid in interrogating prisoners. The outer ring is rotated and the lie detector mode is activated by placing the watch on the subject's wrist with the watch head over a major artery.
Effect: The gadget has a base 90% accuracy for any one response. This can be modified by the subject's WILLPOWER. The base accuracy is decreased by 15 for every WILLPOWER point over 95. The accuracy of the device can also be diminished if the subject has had training in biofeedback and/or meditation techniques.

If the accuracy percentile roll is not made, an additional percentile is rolled; a result of 01-50 indicates a *true* readout, and a 51-00 indicates a *false* readout. In a case where the accuracy roll is modifed by WILLPOWER or other means, the subject has a percentile chance equal to half his WILLPOWER to send false signals to the device and determine its readout, in effect controlling the device in its response. If the WILLPOWER roll is not made, follow random readout procedures.
Added comments: The accuracy of the device can never be increased beyond 90%!

Category: M — Runner Up
Name: SIGRAD (Surveillance Issue Ground Radar)
Proto. Time: Four weeks
Proto. Cost: $10,000 (Canadian)
Mfg. Cost: $6,225 (Canadian)
Inventor: John "Machine-Gun" Stuart
How it works: This ground Radar Unit is powered by a combination solar/battery electrical system. It can either recharge itself by way of the sun, or through conventional wall sockets; either way uses a great deal of power. The battery stores enough energy for six uses within a three hour period. When in use, it will pick up any type of movement within its 500 meter beam.
How it is used: This hand held model consists of two parts. The Radar Gun: shaped as a pistol and as large as a telephone book. The Battery Vest: batteries fixed into a vest, like a bullet-proof vest, with a wire running up the sleeve to the gun. When the trigger is depressed, the gun emits a small field of radar beams in the direction it is pointed. While bouncing off walls, cars and other solid objects, it will be absorbed by organic matter — such as people. A small panel on the top of the gun indicates how large and at what distance objects are.
Effect: The high energy emitted by the SIGRAD will cause certain bodily disfunctions to people if they are exposed to the beam for extended periods of time. The SIGRAD penetrates all forms of weather and is waterproof as well.
Added comments: The SIGRAD is the ideal, all-purpose detection device for those who want to know what is in front of them. It can also be used to detect any unseen "tails" that might be following the agent. Its use may be extended to mounting in vehicles for pursuit, or in or around buildings for defense. It is only available in Canada. (You Yanks can't have all the glory, you know!)

Category: M — Honorable Mention
Name: Plastic Face
Proto. Time: One week
Proto. Cost: $4,000
Mfg. Cost: $500
Inventor: Eric Zuellig
How it works: The user may alter their facial appearance by placing this special putty-like plastic over their face.
How it is used: First, the plastic is softened, then laid over the face creating openings where applicable. False hair, eyebrows, beards, etc. can be added. When hard, it looks and feels like actual flesh.
Effect: An almost realistic face with no side effects. The "face" will lose its shape after 96 hours. The wearer must remove it once it begins to lose its shape, or risk suffocation.

Category: M — Honorable Mention
Name: Mini Air Mask
Proto. Time: 168 hours (one week)
Proto. Cost: $4,000
Mfg. Cost: $300
Inventor: Matt Forbeck
How it works: The air is released from the pressurized mini-tanks into the mouthpiece through a connecting valve. The mouthpiece has a small dial on it that controls the valve and is used to release a varying amount of air through the mouthpiece. To replace the mini-tanks, the valve must be closed, the old tanks taken off, and new ones put on. Each mini-tank contains a 1/2 hour air supply. An audible hiss can be heard five minutes before the tank runs out. The mouthpiece can hold up to two tanks at a time and the effects are cumulative.
How it is used: The mouthpiece is placed in the mouth, and the dial is set to the desired amount of air to be released. The agent breathes in through the mouth and exhales through the nose.
Effect: The agent can breathe under water or in gas.
Added comments: Spare mini-tanks can be attached to a special carrying belt for easy transport and access. Spare mini-tanks may be purchased for $50 apiece.

The Art of GAMMA WORLD™ Science Fantasy Game.

Jeffery A. Dobberpuhl of Aberdeen, South Dakota took first place in the RPGA™ GAMMA WORLD Art Contest with a full color illustration of a Torel Plant using its force field against a lizard mutant. Mike Vasquez of Grosse Pointe Farms, Michigan placed second with a black and white illustration of a Cratical.

DAWN™ PATROL

Aerial Combat Game Feature

by Mike Carr

TSR Hobbies, Inc. has published the new version of its long-popular FIGHT IN THE SKIES™ game under the title of the DAWN PATROL Aerial Combat Role Playing Game. This new edition is a considerable improvement upon the prior version, and includes many new features. Most immediately striking is the new package, which features a cover painting by noted aviation artist Mike Hagel.

The mechanics of play are essentially the same in this new version of the game, but the basic game rules have been re-written for better understanding. The rulebook has also been reorganized, and numerous pull-out charts are used for important areas of reference.

Adding the most to the new game are the two sheets of aircraft counters, which are now printed in full color to illustrate the 59 different types of aircraft that are used in the game. These counters show historical color schemes, many of them used by famous pilots of World War I.

Another new feature is the full-color playing board, which measures 23" x 35" overall, and which shows an aerial view of an aerodrome, a supply depot, farms, and other features typical of the rural French countryside.

There are three new Allied aircraft types added to the game: the Morane-Saulnier AI fighter and the S.P.A.D. XI and Dorand two-seaters. Separate random aircraft charts — now four in all — are presented for Allied and German fighters and two-seater aircraft.

The largest fundamental change in the game is the fact that the role playing aspect is being emphasized. The role of the pilot now becomes foremost, and the careers of each player's pilots form the basis of continuing interest in the game. Players create rosters of pilot characters of each nationality, rolling for starting rank, national origin, age, and (optionally) starting experience. These pilots then pursue their careers through individual DAWN PATROL games, seeking to survive and accumulate missions and kills. By doing so, the pilots improve their abilities through increased experience. Those who are most successful can win various types of medals and gain promotions to higher rank. Others will be lost in the maelstrom of combat, forcing the players to create new pilot personalities to take their place. At any given time, each player will have an assortment of pilot characters of each nationality, at varying levels of experience.

The DAWN PATROL game has an infinite number of game situations for any number of players. Random game scenarios can be created simply by rolling dice; there are also 13 suggested missions for up to 12 players. Regular players can enjoy every game as a unique experience since no two situations are ever the same!

The RPGA Network will promote regular tournaments of the DAWN PATROL game through the GEN CON ® game conventions, and regular participants will compile official scoring results. THE POLYHEDRON ™ Newszine. will also periodically carry articles on the game.

Look for the game at your hobby dealer. If you don't find it, order direct ($12.00,) $1.50 postage and handling from: Dungeon Hobby Shop, 772 Main Street, Lake Geneva, WI 53147.

Following are some comments by some other TSR DAWN PATROL game players:

DAWN PATROL game is primarily an excuse to get together with people I enjoy socializing with — a better excuse than most because the game can accomodate any number of players and is logical and easy to play. — Brian Blume

The DAWN PATROL™ game has taken a turn for the better. The attractive box, beautifully painted counters, full color geographic map, and reformated informational booklets for easier reading are some excellent improvements. The actual structure of the game hasn't changed, but the play of the game has greatly expanded to allow more role playing. Players may now create backgrounds for their characters, win medals and advance in both rank and aircraft. — Dave Conant

The rule book and plane stats are very clear and concise, but the brightest spot is the role playing section. With first names, possible awards, pilot experience and origin, this section is indeed very useful, and takes a very good game into the realm of an adventure that gets better every time it is played. — John Danovich

The DAWN PATROL game includes not only the exquisitely done colored counters and map, but a better explanation of some of the old manuevers. The role playing aspect of medals, honors, and country of origin definitely makes for a better game that now fits into the true role playing genre. — Bill Hoyer

The painted counters are very good. One doesn't have to use a pen or paintbrush to modify the color scheme of the planes to tell them apart. Also, if you lose your plane, you don't necessarily have to start from scratch again. In addition, the new medals section encourages players to strive for more than just kills or missions. — Dave Jedlicka

The DAWN PATROL game has always been one of the most popular games among TSR employees. As a result, we have been continually reviewing and updating the rules to make the game as interesting and exciting as possible. For example, the four-color components make the game more visually appealing. The rewritten basic rules makes it much easier for new players to get involved and excited about the game. And the expanded role playing aspects of the game increases the amount of player interaction. — Will Niebling

The first word that comes to my mind about the DAWN PATROL game is "balance." Balance between accurate simulation of combat and playability. This, with short playing time, any number of players, and variety of planes and outcomes is what keeps the game exciting and challenging. — Jim Quinn

This column serves as a forum for discussion of misunderstood or misused AD&D™ spells. Please send questions or suggestions to "Spelling Bee," Editor, POLYHEDRON™ Newszine.

by Frank Mentzer

Polymorph Self, Polymorph Other, and Shape Change are powerful spells. They are also some of the most regularly abused.

The first is most commonly encountered, as it is probably in the books of most magic-users of 7th level and above. First of all, note the range given for size: ". . . as small as a wren to as large as a hippopotamus . . ." This gives a lower limit of 1/3 pound in (roughly) a 2" cube, and an upper limit of 2 tons in a 10' x 6' x 8' block, assuming sizes approximately equal to modern varieties of such creatures. Note that the smallest dragon (white) is listed as 24' long; even at birth, they're probably outside the range available to the spell. In short, you can't polymorph into a dragon.

The spell gives movement capability, deception, and curing all in one neat package. Felonius (my favorite wizard, handles these demonstrations for us) loves it. Every time he resumes his normal form, he regains 1d12 hit points, if damaged — and this can occur once every other round, with no additional casting. Some variants allow two changes per round, as each takes 5 segments, but the system allows one action per round, and changing shape is definitely an action. Curing at the rate of once per two rounds is only possible if the caster is doing nothing else.

The DMG (pg. 136, under Wand of Polymorphing), states that the caster is ". . . surrounded by dancing motes of sparkling emerald light" each time the change occurs. This is a nice but highly visible effect, probably recognizable by enemy spell casters of comparable level (or higher). It also revives the "invisible light" controversy: if a character is carrying a light source (or is one, as in this case) and becomes invisible, is the light visible or not? If yes, then an invisible character in the act of polymorphing becomes very noticeable during the change. (I shan't delve into that at this time.)

A touch of rationale can be added to help control the spell. If Felonius has never seen an Umber Hulk, he can't polymorph into that form (which is quite convenient for underground travel). Oh, well. Felonius must keep a list of creatures seen; my ruling is that if he hasn't seen it, he can't change into it. The spell description adds another control; one must choose a creature, not just anything. Variants often allow the mage to assume the form of any object within the size range (such as a table), and/or into any form the caster can dream up (a ten-armed gargoyle?); both variants make the spell too powerful.

Polymorph other is the classic magical weapon: "Do this, or I'll turn you into a toad!" When used on an ally, the risks are prohibitive; there's often a large chance of permanent change. Note that a *dispel magic* will reverse the effect; the polymorphed character will radiate magic at all times. If the mental change has already occurred, the creature's mind ends up in the original character's body, and is probably confused and aggressive. The same chances are checked daily until the original character's mind returns to the form.

Shape change gives great powers to everything except the mind (Intelligence and Wisdom, plus part of Charisma). It is a 9th level spell, and rightly so. *Shape change* occurs in many games at a much lower level of play, albeit limited in effect; the Druidical version allows three daily, limited in forms available, but not in power. If the Druid assumes the form of a creature with a short lifespan and remains in that form for any length of time, is the Druid's lifespan shortened by a proportionate amount? For example, if a mammal has an eight-day average lifespan and the Druid spends four days in that form, is half of the Druid's life spent thereby?

A corollary gives a guideline to the proper decision: can a Druid radically increase his or her lifespan by spending off hours in the form of a giant tortoise (to pick one)? The decision must be no, for game balance and fairness; aging must be predominantly a function of the mind (in the AD&D game world), and the lifespan determined by the character's original race must prevail, regardless of forms (but affected by activities that cost years of life — *wish, limited wish,* etc).

If you have further questions on the subject, please write.

Christmas Carols

A strange and magical thing happened the other day! The staff of the POLYHEDRON™ Newszine were all sitting around drinking hot apple cider, and discussing the upcoming Yuletide, when one of us brought up caroling.

"You know," Mary chirped up from deep within her Morley the Wizard Cup, "no one carols anymore. I can remember as a kid everyone going out caroling to the neighbors, but not anymore."

"Yeah," chimed in Bill, "people aren't as Christmasy as they used to be."

So there we were, bemoaning the fate of the Holidays, when what should we hear but the muffled singing of Christmas carols outside our office windows. Needless to say, we threw up the sash (well, actually the plastic sheet used to cut down air leaks) and a wondrous sight did unfold before our disbelieving eyes. There, outside, were monsters, decked out in scarves and mittens, singing songs. Notice I do not specify carols, for while they contained the basic theme for carols, the lyrics were . . . something else again. The idea struck us to record these various Yulesongs, so with crayons in hands, we put them to paper and now present them to you!

The Great Druid's Coming to Town

Oh, you'd better not cut,
any of you thieves,
All of those pine and fir Christmas trees.
The Great Druid's Coming to Town!

He's going to commune
with nature, of course.
And find out who's been
chopping down forests.
The Great Druid's Coming to Town!

He knows how to cast Fire Storm.
He knows his Creeping Doom.
So if you cut down forests
You'll have hot, spidery rooms.

So, buy a nice tree
that's alive and real.
And don't worry 'bout hearing
the peal.
The Great Druid's Coming to Town!

Silver Shells

Silver Shells, Silver Shells,
It's GAMMA WORLD™ time
in the village.
Robots shine . . .
Mutants dine . . .
By the glow of Rad-on wine.

Wolfoids munching,
Podogs crunching,
While the Badders dance by,
In the ruins there's the
gay sound of Christmas

Think Tanks cranking,
Warbots clanking,
This is Yuletide's big scene,
And above all the rubble you see —

Silver shells, Silver Shells,
It's GAMMA WORLD time
on the planet.
Yexils fly . . .
Parns crawl by . . .
Soon New Year's Day will draw nigh!

O' Purple Worm

O' Purple Worm, O' Purple Worm,
please don't come and eat us.

O' Purple worm, O' Purple Worm,
bring Christmas cheer and greet us!

Wear a red cap and white beard.
Be not the monster we have feared.

O' Purple Worm, O' Purple Worm,
Crawl right on beneath us!

Jingle Bells

Jingle Bells, Jingle Bells,
Bard use them to play.
Bards will play throughout the fray
while getting in the way, oh!

Jingle Bells, Jingle Bells
Monsters all around!
Charmed by music sweet and clear
When finished he's chowed down.
Gulp!

White Dragons

I'm searching for a White Dragon,
just like the ones out in the snow.
With their ivory scales shining,
they lay there pining.
Their icy breath ready to blow!

I'm hunting for a White Dragon,
with every new torch that I light.
May your Dragon-slaying sword
shine bright!
And may all your Dragon foes be
white!

The Twelve Days of Christmas Gaming

The verse below is all that I can remember of this final "song" — Mary and Bill were fast asleep by this time!

On the last day of Christmas,
My DM threw at me —
12 Dragons breathing,
11 Hydras snapping,
10 Vampires draining,
9 Mummies rotting,
8 Tiny Reindeer,
7 Ghasts a-stinking,
6 Owlbears hugging,
5 Umber Hulks,
4 Measly Mites,
3 Tangled Grell,
2 Lousy Orcs,
And 1 Druid turned into a tree!

The Knight-Error

THE KNIGHT ERROR
BY R. SHIRTZ
=BRRR! LESS THAN A FORTNIGHT TILL CHRISTMAS AND I'M FLAT BROKE!
=CHATTER=
AH-HA! SOMEONE COMETH!
HALT!! ALL MUST PAY RANSOM FOR FREE PASSAGE!
HO-HO-HO!!
—IS THAT SO? ON DONNER!! ON BLITZEN!!
...ACTUALLY, I COULD HAVE GOT OUT OF THE WAY IN TIME IF IT WASN'T FOR A BRIGHT-RED NOSE THAT FLASH-BLINDED ME....
HO HO!!
8/82

GEN CON® XV: Megacon

A POLYHEDRON™ Newszine Convention Report

On August 19-22, 1982, 7,000 enthusiastic gamers flooded the rooms and corridors of Parkside University in Kenosha, Wisconsin to attend gaming's largest fantasy convention — the GEN CON XV game convention. It was obvious from the start that this was an extraordinary convention in many ways.

To begin with, the quality of both the players and the events were way above average, and leading them were the members of the RPGA™ Network! The RPGA Network tournament continued a theme established at GEN CON East game convention: searching for The Rod of Seven Parts. After the dust settled and dwarves rested, the top winners were:

Randall W. Lemon
Doug Smestad
Noel Bergman
David M. Johnston
Neil Maruca
Evan Bergman
Clyde Scott
George A.Sanchez
Bob Mason
Mike Osborn
Darren Brooks
Tony Howard
Nicholas Malone
Peter Smith

Our many thanks to these and all the other RPGA Network members who participated in this year's tournament, not to mention the excellent judges without whom there would be no events. There was also a smaller FIGHT IN THE SKIES™ tournament with ***Chris Weiser*** and ***Scott Milster*** emerging as winners. Chris was the winner of last year's event which makes him something of an Ace in these parts. Bone up for next year, all of you potential "pilots"!

We're already planning for next year's GEN CON XVI RPGA sponsored events and we're hoping to have "mini-tourneys" for the other fine role playing games by TSR Hobbies, Inc. If there's one you'd particularly like to see, write us and tell us about it! We won't know unless you mention it.

Excitement abounded in other non-RPGA Network sponsored events also. The ADVANCED DUNGEONS & DRAGONS® Open tournament was a roaring success with over 1,000 entrants attempting to compete on the winning team. This year, Grenadier Models, Inc. gave an ADVANCED DUNGEONS & DRAGONS® Miniature to each player in the Open. The figures matched the description of the characters the players were running and so everyone left with "themselves" to use back home. More than 700 events were offered this year many of them being miniature events (a growing category at GEN CON game conventions) but by far and away the most prolific were the role playing offerings. Everywhere one went, one could hear the voices of gamers whose characters were searching dungeons, or combatting evil in some period of history.

But there were other things to do, too. There were many board and card games, and when one was tempor-

arily "burned out" there were video-taped movies free for the viewing. There were seminars on gaming and judging techniques from a galaxy of sources.

And let's not forget the demonstrations and contests! The GEN CON® Miniature Open painting contest was a huge success with dozens of entries from all around the country. The Miniatures Open is sponsored by most of the major miniature companies, including GRENADIER MODELS, HERITAGE U.S.A., RAL PARTHA, MARTIAN METALS, and RAFM in Canada and other interested companies, like ADVENTURE GAMING Magazine, Dungeon Hobby Shop, Dragon Publishing, POLLY-S COLOR Corp., Teka Fineline Brushes, and TSR Hobbies, Inc.

Among the winners were some who are now considered *masters* for the purpose of future Miniature Opens.
They are:

Eric Heaps
Steven Meyer
Tony Toich
Richard Wheeler
Jim Zylka

These Masters may now compete only with others of their ranking in the future, thus allowing contestants more room to grow.

Another popular attraction was the ART SHOW put on by the artists of TSR. Many popular and famous fantasy and science fiction works which have adorned the covers of TSR products and the pages of the DRAGON™ Magazine were there in their original forms, and the various artists were also in attendance to give instructions and demos on how to draw. It was one of the most visited attractions at the convention. And, of course, there were guest attractions. Fantasy Artists Tim Hildebrandt and Dean Morrissey were there, showing their works and autographing posters for the convention-goers. Duke and the Dragons, a welcome committee helped introduce first time gamers to the fun and frolic of a GEN CON game convention. And, of course, Gary Gygax, the only *official* spokesperson for the DUNGEONS & DRAGONS® Game and the ADVANCED DUNGEONS & DRAGONS® Game was there walking around and visiting with the gamers as he has since GEN CON game conventions began. Many gamers were surprised to look over their shoulders and see the "Dean of Dungeons" watching their progress with interest. Even more surprising was his willingness to answer questions. Not the usual image for a leader of a gaming company? That's right!

Yes, again, the GEN CON® staff of Skip Williams, Dr. Don Snow, Dave Conant, and Tim Everett (with the aid of Doris Pitzer and Helen Cook) have shown us that magic can happen in the real world, even if it's the unusual type of magic that brings together friends and gamers from across the country. Through hard work and planning they have topped all the previous gaming conventions in this country. And you should see what they're planning for next year's GEN CON XVI Game Fest. Although we can't release too many details, let's just say that they're definitely aiming to top this year's excellent convention. Impossible? Not for the Game Wizards!

We are looking for quality games and tournaments in all periods and styles of hobby gaming. America's Premire Game Convention needs good Game Masters who are commited to helping fellow hobbists enjoy gaming . . . do you qualify?

Write to: XVI Judges, POB 756, Lake Geneva, WI 53147

GEN CON XVI Game Convention

August 18 - 21, 1983
University of Wisconsin
Parkside Campus
Kenosha, WI

GEN CON South Game Convention

March 11 — 13, 1983
The Thunderbird Resort Hotel
Jacksonville, FL

Scholarship Winners

In February of 1982, the RPGA™ Network announced the establishment of a Scholarship Fund open only to members of the Network.

According to the rules, the top student, based on CEEB (College Entrance Exam Board) scores will be the recipient of a $1,000 scholarship paid directly to the college/university during the student's second semester/trimester.

Brent Johnson

We had many eligible candidates, all of whom had excellent scores. The scholar who will receive the honor of being the first recipient of the RPGA Network Scholarship is:

Brent Randal Johnson of Vienna, Virginia. Brent is an eighteen year old whose high school record is quite impressive. In addition to having the highest scores, Brent's list of awards span almost his entire high school years. He is attending Case Western Reserve University located in Cleveland, Ohio. In January of 1983, Case Western will be sent a check for $1,000 to help defray Brent's college expenses. Our heartiest congratulations to Brent along with our best wishes for him in his future studies.

Mark Oxner

In addition, four other awards were given. ***Ross J. Reedstrom*** of Mendota, Minnesota received a $500 scholarship. ***Susan Lynn Thompson*** of Berlin, New Jersey, ***Mark Leed Oxner*** of Ft. Worth, Texas, and ***Eric Hans Johnson*** of Northridge, California all received $200 scholarships. Checks will also be sent to their respective colleges in the second semester of this year.

The RPGA Network wishes to congratulate all of our winners. If you would like to be considered for the Scholarship award for the 1983/84 school year, write to RPGA HQ and request a scholarship application form.

Ross Reedstrom

Membership Drive Note

If you need membership applications to pass out among your gaming friends, simply write to: RPGA™ HQ, POB 509, Lake Geneva, WI, and request some. We will gladly send up to 50 at one time. Please remember to include your own number on the form of anyone that you recruite, preferably in the area marked as "Office Use Only."

Answers to puzzles may be found in *White Rabbits* in the issue proceeding each puzzle.

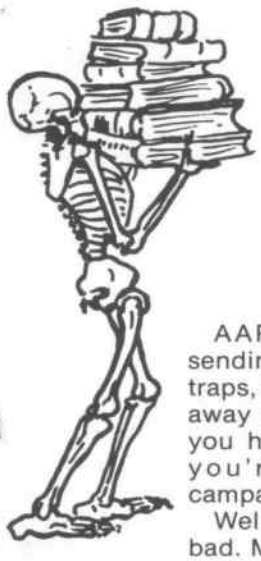
And now, the Rune Scry answers you've all been waiting for since Issue #8!

with this runic spell of doom
i seal my former master's tomb
let those who trespass through this door
be formed of stone for evermore

LOST AND PRESUMED GAMING:

Dorsol I. Barnett	Passis Island, SC
Roger Brown	Cincinnati, OH
Seth Morris	Certer Valley, PA
Randy Tomaszewski	Chicago, IL
Gary Baxter	Rainier, OR
Mikel Wayne Hess	Great Lakes, IL
Ferdinand J. Metzger	FPO New York, NY
Chaw Kim Choo	New York, NY
Bill Walker	New York, NY
John James McInnes	FPO New York, NY
Dennis M. Osborne	Camp Pendleton, CA

WHITE RABBITS



NOTES FOR THE DUNGEON MASTER

by Frank Mentzer

AARGH! You're not sending in your tricks and traps, so I'm forced to give away some of mine. Do you have any idea what you're doing to my campaign?

Well, it's not really that bad. Most of my goodies were worked out long ago. Several sections — whole dungeons, even — have been sitting around for years, with no visitors to entertain the monsters therein.

Some campaigns dwell heavily on encumbrance, movement, components, and other minutiae of the system. It takes a good DM to keep track of all this stuff, and incorporate it without boring the players. But it also takes time, which I'm sadly short on, so I skip it. Now, if the players want to get into that, fine. I'll accommodate anybody's style of play. But I don't check up on them unless something gets strange. (You're carrying 20,000gp? How? That's a whole ton!)

An emphasis on role playing comes closer to the original concept of the game than does an obsession with details. Gary doesn't run a straight AD&D™ campaign; he's too creative to feel comfortable in that rigid system. You say you are, too? How many games, modules, and articles have *you* written lately? Have you given the system, as published, a chance? Have you tried the D&D® game, a flexible and adaptable framework, instead of the far more complex and regimented AD&D system?

As I mentioned before, I let my players roll their own everything. Of course, sometimes I'm rolling for them at the same time, especially in hairy cases where their knowledge of apparent success or failure could affect their characters' actions. I also have them make saving throws where none are necessary, just for confusion. As a result, they can never bank on the results of their rolls, but they save me a lot of work in the meantime.

We've gotten into the role playing aspect so much that I can trust everyone to try to do it right. For example, I usually don't describe monsters; most of them would know all the details anyhow. I'll just tell them what it is, even giving out Armor Class (though I do keep that one secret fairly often), tell them their characters don't know what it is, and off they go.

But don't do this with novice players. Remember the fun, excitement, and mystery when you encountered your first lycanthrope, and didn't quite know what to do? Or that first meeting with a powerful Undead? Stick to general descriptions until you're absolutely sure that all the players are jaded veterans who can quote stacks of stats from the Monster Manual.

Then work on FIEND FOLIO™ critters for awhile.

Appearances

If you have problems with players who know all about the monsters and can't (or won't) keep the knowledge from leaking over into the characters, try shuffling appearances among creatures. For example, humanoids that look just like bugbears but have all the stats of trolls, and vice versa. Keeps 'em on their toes; they can't be sure about things any more. If you try this, be sure that the critters are similar; it's just plain unfair to the players if they meet Undead that behave like dragons.

Foiling magic weapons

Sometimes it seems like the phrase "silver or magic to hit" loses its touch, when everyone's running around with nice magical weaponry. Ever thought of setting up a room, dungeon level, whole dungeon, province, country, or world where things get reversed — where non-magical weaponry is needed to hit? It plays havoc with the confidence that higher levels characters place in their accouterments. You can apply this to new monsters, and/or could even add this to an otherwise normal campaign by requiring non-magical weapons vs. animals, or whatever. Be very careful with this, though; it's not needed at all in a low-level or normal campaign, but provides a good DM's tool for controlling runaway "Monty Haul" situations.

LETTERS

"I have been asked this one question from a half dozen prospective members. 'Why doesn't the POLYHEDRON™ Newszine include mini-adventures as does DRAGON™ Magazine?' "

— Mark Magill, Greensboro, MD

There are actually a couple of reasons for this, Mark. Space is a big one! You must remember that DRAGON Magazine is 80 pages long — we're 32 pages at our largest. This would cut down the rest of our space tremendously and be little more than a module with a feature or two. But more important is the fact that we are a different type of magazine than DRAGON Magazine. Our main function is to communicate any questions and ideas that our members have; we are not a gaming aid publication. We cover things like tournaments, conventions, and other activities *more thoroughly. Sort of like sitting and talking about what other gamers are doing and what they think about specific problems. However, I would not discount a small "modulette" in the future as a special. Let us know what you, the members, think of an occasional gaming aid.* — *Kim*

"My partner and I are starting a Role Playing Gamers Club. We would like TSR Hobbies, Inc. to sponsor our group. Please send information on sponsoring us."

— Dave Johnson, Marion, OH

As you will note, this issue of the POLYHEDRON Newszine contains the RPGA™ *Official Club Membership Flyer. This form may be cut out or photocopied and mailed to us. We will send you the information on how to become an official RPGA Club. This long awaited addition to the services we offer our members will have far reaching effects. Along with our tournament Scoring System (coming soon in The POLYHEDRON Newszine) for individuals, we will also have Club Scores to list those clubs with the most experience in tournament play. If you create a Club of* **Guild** *size or larger, you automatically have an insignia entered in our files. We will eventually be able to offer our Club members paraphenalia with their club insignia on it. And more to come, Dave.* — *Kim*

"I am 11 years old and have been playing AD&D™ games for a few years now and enjoy collecting figures. To display them, we ordered a shadow box from Sears and my Mom painted each square to look like a room. I wanted to share my idea with you."

— Ryan Kilmer, Port Angeles, WA

Thanks for the idea, Ryan. I, too, display my figures in a print drawer (which looks like your shadow box) but I'd never thought to paint the background like a dungeon. Looks great! Those of you who have never used figures for representations of your characters in a game are missing one of the best parts of RPG's. It's easier to keep track of who's who and where they are in a corridor, room, etc., but this fine idea also allows the figures to add "atmosphere" even when they're not being used. It's also a good way to get your parents, spouse, or girl/boy friend into the hobby. — *Kim*

"I am greatly pleased to have gotten my first issue of POLYHEDRON Newszine. Is it possible to get back issues so that I may have a complete set? I am most interested in the articles on figure painting."

— Steven Bunn, Akron, OH

In the TREASURE CHEST section of this POLYHEDRON Newszine you'll see how to order back issues. But be forwarned —some of the issues are going fast and we will not be reprinting them. Therefore, if any of our members are interested in duplicate copies or filling out their collections I suggest you do it now. If not, you may be bidding for them at game conventions for high prices. — *Kim*

"I would like to get some information on DRAGON Magazine. The places in Enid don't carry any type of fantasy magazine."

— Martin Tromblee, Enid, OK

Ah, another job for the RPGA Referral Service! DRAGON Magazine's address is: POB 110, Lake Geneva, WI 53147. Their subscription rate for one year (12 issues) is $24 if sent to the US or Canada. If you are joining the RPGA Network you can get the initial year's subscription for $20. Speaking of this deal, please remember that this is for initial memberships only, not renewals. Also, please tell your friends and new club members that it takes awhile for the paperwork to be done, so please don't request that your subscription begin with a specific issue. For those of you who don't get DRAGON Magazine on a regular basis, believe me when I say that you are missing out on, by far and away, the finest role playing magazine in publication. — *Kim*

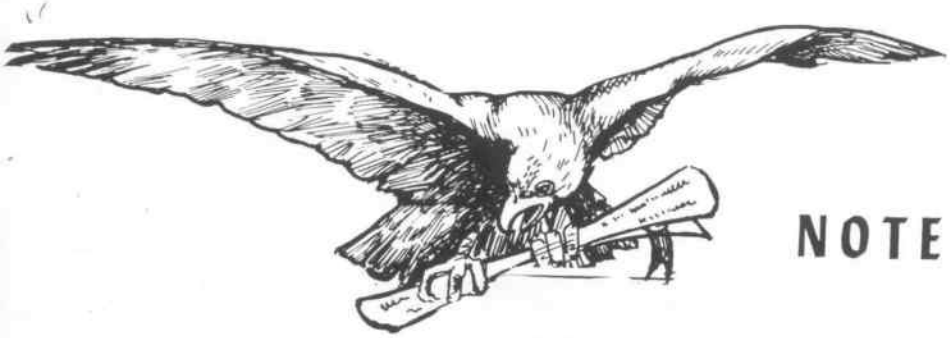
"I would like to know when and where the GEN CON® Game Conventions are held." — Scott Kellog, Los Gatos, CA

No Problem The tentative schedules as of November 1, 1982 are:

GEN CON South Convention
March 11-13, 1983, Jacksonville, FL

GEN CON XVI Convention
August 18-21, 1983
Parkside University, Kenosha, WI

GEN CON Game Conventions
TSR Hobbies, Inc.
POB 756
Lake Geneva, WI 53147



NOTES FROM HQ

Ho, ho, ho from RPGA™ HQ!

Before we talk anymore about Christmas, let's clear up a few items and concepts we've been tossing around. To begin with, in my *Notes from HQ* column in POLYHEDRON™ Newszine #8, I mentioned the lessening of the "exclusivity" concept for our products. What I failed to mention was that this does not mean that you'll see RPGA products on your local retailer's shelves. We will, however, be offering some of them to the public ourselves when we attend conventions, and also through the Dungeon Hobby Shop's mail order catalog. Rest assured that I have no intention of lessening the importance of your membership by going "mass-market."

In our Christmas issue, we've decided to unveil our plans for official RPGA Network Clubs. All of our members who have wondered about how they could form a sponsored club can find the Club Flyer in this issue. Send it back to us filled in and we'll send you a complete information packet with everything you'd like to know. Other projects include:

- Two new modules available in April of 1983: one D&D® and one AD&D™ module.
- The official tournament Ranking System which will appear in Issue #10, complete with the current top ranked players across the country, and more on Club Rankings.
- The first complete Membership Directory.
- The first complete *official* RPGA Club Directory. (These last two will be available in late winter.)
- More and more new products only available through the RPGA Network, including new concepts in dice, gaming aids, and other fun items.
- An *official* RPGA Tournament at GEN CON® South Game Convention.
- Eight *official* RPGA Tournaments at GEN CON XVI Game Convention, plus full support and ranking priviledges for RPGA members competing in the ADVANCED DUNGEONS & DRAGONS® Open Tournament, plus a return of the AD&D Invitational Tournament sponsored and coordinated by the RPGA HQ.
- And other various goodies we're concocting even as you read this issue.

Are you, as a member, interested in a scoring system for DM's and referees? We'd ask players to fill out a form (after an event is run), that would "judge" the DM on his abilities and assign points in different areas. We would then publish the names of the best RPGA Tournament DM's. Thus, if you're at a convention or in a new area, you'll know who the most experienced tournament DM is.

The Master of Fantasy himself, E. Gary Gygax, in Issue #67 of DRAGON™ Magazine (see the article on New Magic-User Spells) asked the powers of the RPGA HQ (that's me) if the concept of "a big, player-oriented gathering" sponsored by the RPGA Network was worth considering. I'll not reply in DRAGON Magazine on this issue, however, I believe that you, the members, deserve an answer, especially since many members have asked if we could attend a local convention, run a tournament for them, etc. Quite simply, we cannot tackle this type of activity on our present scale. As you hold this issue, our membership is somewhere around 5,000. RPGA HQ must plot the Network's direction carefully due to the number of members we have. When a decision has to be made concerning whether or not to expand the Newszine to 32 pages or have our editor split her efforts between two projects (say, a 16 page Newszine and 16 page module), I look at what will benefit all of our members. Although the modules are extremely popular, every member receives POLYHEDRON Newszine; increasing its size and quality will please the majority of members. When I must make a decision between going to conventions where some of you will be able to meet us and run in our tournaments, or spending the same time, effort and expenses working on new and better services and products to offer to all of our members, well . . . I think the choice is obvious. This is not to say that we will not be producing more modules (we will, but in a slightly different manner), or that we will not be attending conventions (as already mentioned, we will support the GEN CON Game Fests fully and hope to hit some more this year), but that our emphasis, at this time, is focused on what benefits the majority. With your help, our Network will grow larger and stronger; as we grow, we'll offer more services. Some day we might have someone whose sole job would be to represent us around the courntry, running events.

Speaking of Gary, we had a quick chat at our Autumn Revel (and a quick chat is about all one can get with Gary at a mini-con due to his DMing, playing, and answering countless questions). We discussed the possibility of Gary doing a series of articles for The POLYHEDRON Newszine concerning problems common to all players and DM's. Look for this most intriguing series soon.

And finally, let's talk about Christmas. This is, undoubtedly, the best time of year for gamers. Though there are no conventions, and few new game releases, we still have more time during which we can game to our heart's delight. Then there is the "magic" of Christmas — Santa Claus, the beauty of a Christmas tree, and gifts that seem to appear overnight. One of my favorite things to do during the Holiday Season is to get together with old friends and revive an old character or bring out a dusty game that I have not played all year, having saved it for just this time. I suspect that the joy we feel when we are involved in a role playing game comes from the "magic" and wonder we felt from our early Christmases.

We at RPGA HQ and TSR thank you for your support this last year, and vow to offer you the very best in Adventure Gaming products in the years to come. From all the Game Wizards to all our friends, fans and their families, we wish you a most Happy Hanukkah, Merry Christmas and a Happy New Year. See you next issue.

Gen

Treasure Chest

Dice and Dice Accessories

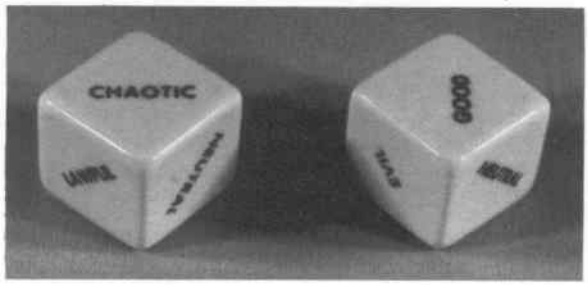
NEW! Now available from the RPGA™ Headquarters-8-sided and 20-sided gem dice in special RPGA Network colors, Electric Blue and Electric Green. Made of high impact plastic, these dice do not have the numbers pre-inked. Please specify which of the combinations you wish:

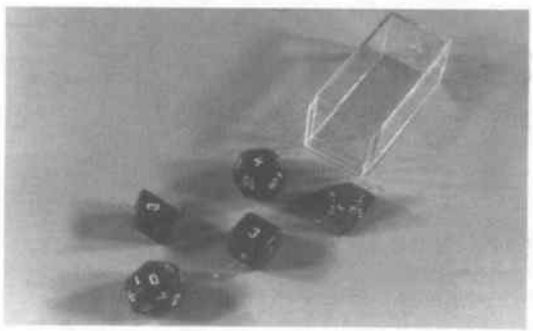
2 8-sided (1 Blue & 1 Green) 2 20-sided (0-9, 1 Blue & 1 Green) 2 20-sided (1-20, 1 Blue & 1 Green)

Price: $1.50 per pair, 6 dice (as above) for $3.75

RPGA™ Network **Alignment Generators.** A a special set of 6-sided dice designed for use in determining the alignments of random encounters, NPC's, etc. One die has Lawful, Neutral, Chaotic imprinted on it and the other has Good, Neutral, Evil.

Price: $1.25 a pair.





NEW! THE Dice. Koplow dice from West Germany, made exclusively for the casinos of Europe. This Polyhedra set includes a 4, 6, 8, 12, & 20-sided die packed in a clear plastic case. Your choice of colors — Black, Dark Blue, Red, Ivory, White, or mixed. They come with the numbers already inked on.

Price: $8.00 for 1 set, $15.00 for 2 sets.

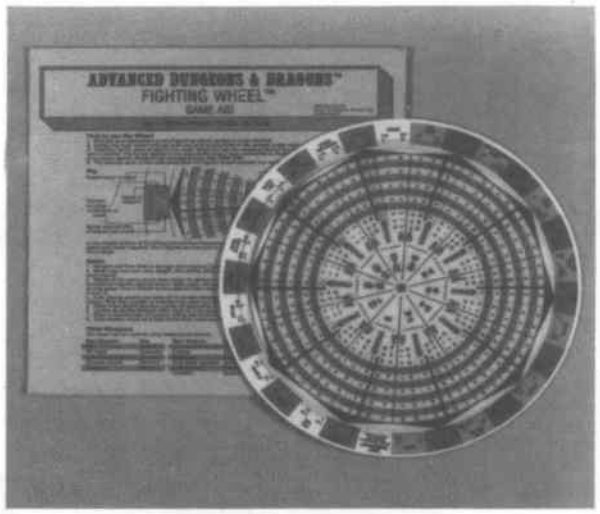
MINI-TOTE BAG. Ideal for carrying dice, pens, small boxed miniature sets, etc. Sturdy, monogrammed with the RPGA™ Network Logo, with a carrying handle made for rough use.

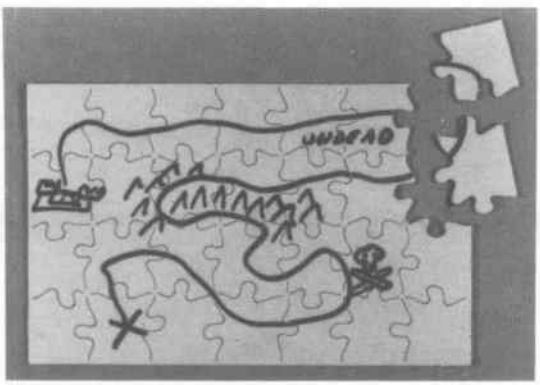
Price: $4.00

Gaming Accessories

FIGHTING WHEEL™ Game Aid. A whiz for speeding up combat for Fighters, Rangers, Paladins & Bards. Includes all the numbers to hit for all the weapons usable by these classes plus Weapon vs. Armor Class Adjustment. Made of durable plastic with its own carrying sleeve to protect it during non-use.

Price: $4.50





NEW! Blank Puzzles. A mini-jigsaw puzzle that you can draw your own fantasy maps, treasure map, legends, etc. on. Finding all the pieces can be the players delight or dilemma. 5½" x 8½" — 28 pieces. We might add that the puzzles are all cut the same, so if you purchase two puzzles and make two maps the players might be driven quite mad when they try to figure why the one piece fits the puzzle but not the map or diagram drawn on it. (Heh, heh, heh!!)

Price: 50¢ each.

Apparel

Belt Buckles. Sturdy, brass-coated belt buckles with the TSR or RPGA™ Network logos cast on them. Will fit up to a 1⅜" wide belt stock. Proclaim your hobby to your friends with these attractive buckles. Great as gifts, too!
Please specify whether you desire: A) TSR™ buckle, or B) RPGA Network buckle.

Price: $6.00

Apparel Continued

Gaming Caps: 100% Polyester adjustable caps. One size fits all. Please specify color and type. Colors available are Black, Dark Blue, Green, Red, and Yellow. Types are:

A) Fighter
B) Magic-User
C) Comic 1st Level Fighter
D) RPGA™ Network Logo
E) RPGA™ Network Charter Member Logo
(available only to charter members)

Price: $4.50

A

B

C

E

D

T-Shirts. Available in adult small, medium, and large sizes. 65% Polyester/35% Cotton white with dark blue neck and arm bands. Please specify size and type. Types include:

A) Orc Fighter
B) Human Fighter
C) Dragon Breathing
D) RPGA™ Network Logo with Skeleton and words "DUNGEON MASTER"
E) Straight RPGA™ Network Logo

Price: $7.00

A

C

D

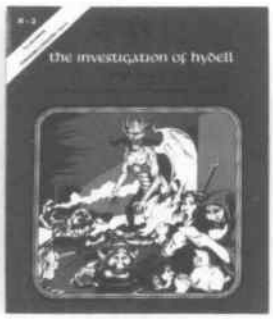
E

ADVANCED DUNGEONS & DRAGONS®

Modules by Frank Mentzer

R-1: To The Aid of Falx. 5 characters, levels 5-9. A silver dragon is in danger because of the theft of five Silver Dragon Control Potions. His lair is near the thieve's complex. Can you slip in and secure the potions before the time limit runs out?

Price: $3.50



R-2: The Investigation of Hydell. Happy Slaves? A business that sells happy slaves??? You are requested to investigate the complex and shut it down if possible. Again,an adventure for characters of levels 5-9.

Price: $4.50

R-3: The Egg of the Phoenix. In the lonely town of Northending, the Council of Five has called upon the famous Paladin Athelstan to come to their aid. The fabled artifact known as the Egg of the Phoenix has been stolen , taken away by evil creatures and hidden far away — on the Negative Material Plane itself and guarded by a real Phoenix. An adventure for characters of Levels 5-9.

Price: $4.50

Back Issues. We still have back issues of the POLYHEDRON™ Newszine, Issue's 1 - 8, though some are almost depleted.

Price: $1.25

NEW! THE ARTISTS OF TSR.

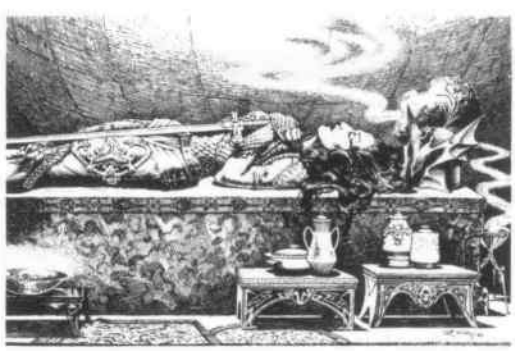
The RPGA™ *Network's first Art Portfolio*

This product was created for those of you who have searched for high quality, imaginative artwork at a reasonable price.

This fine portfolio features 12 black and white pieces of art, printed separately, and protected by a wraparound cover. It also contains background information on the TSR Art Department, and its artists. They are ideal for displaying on your walls, using in a campaign, and gift giving, or simply add them to your fantasy art collection.

The 12 pieces include: *Amazon Archer, War God, Norien-Elven Huntress, Orc War Party, Fire Dragon Hunt, Vampiress' Tomb, Cu Chulainn, White Dragon Death, the Tri-gon Rider of Samaj, the Undead Queen's Vault, Starfarer's Last Battle, and Thor's Battle with Jormungandr. Other artwork includes the cover's Dragonhead and inside caricatures of the Art Staff.*

Price:$7.50



HOW TO ORDER

Use the enclosed order form to list the specific item(s) and price(s) in the spaces provided. When you have listed your entire order, add up the prices PLUS postage to arrive at the total cost. The postage and foreign rates are listed above the order form. No merchandise can be shipped on a COD basis. Payment must be made in one of the following ways:

1) Credit Cards: We accept only VISA or MASTERCARD. You may either use the form and mail this in (in which case we also need your credit card type, number, expiration date, and name of card holder. Phone number and area code must also be included on credit card orders), OR use our toll free number and place your order. The Number is 1-800-558-5977 (outside Wisconsin only). THIS NUMER IS FOR PRODUCT ORDERS ONLY!! Please have the following information ready:

Name and RPGA™ Network Membership Number
Address
City, State, and Zip Code
Phone Number with Area Code
Credit Card Number and type of card
Expiration Date
Name of Cardholder (if different from name of member)
Products you are ordering and total cost

2) Money Order or Certified Check: US Residents, please send a Certified Check or Money Order for the total amount PLUS postage.
Foreign residents must add on other charges (see order form) and ALL PAYMENTS MUST BE IN US FUNDS. Please make all checks or Money Orders payable to: RPGA™ Network, POB 509, Lake Geneva, Wisconsin 53147.

Please completely fill out the ORDER FORM legibly in ink.

How we ship: Normally, all orders are shipped within 4-7 days upon receipt of an order, but this may vary depending on the season. UPS is used whenever possible, so be sure someone is home to sign for the package. Otherwise, please request that your package be sent by Parcel Post (PP). APO, FPO and PO Box numbers are automatically shipped Parcel Post. Remember, the postage charge must be added to the total purchase amount, or your order will not be sent to you.

If you are expecting to move while you are awating delivery, please specify an alternative mailing address so that we can assure proper delivery to you. We will automatically back order any stock we can as we run out. If and when the item is back in stock, it will automatically be mailed to you. In either event, you will be notified and your money refunded if necessary.

Postage Rates

On orders of less than $10.00 add $1.50 for postage
$10.00 to $20.00 add $2.50 for postage
$20.01 to $30.00 add $3.00 for postage
$30.01 to $40.00 add $3.50 for postage
Over $40.00 postage is free for USA Residents
Canada & Mexico add 15% of total order for postage and handling
Foreign Residents add 20% of total order for postage & handling
APO & FPO add 10%. Check here _____ for SAM (Surface Available Mail) or here _____ and add 10% plus $1.00 for PAL (Parcel Air Lift).
Wisconsin Residents add 5% sales tax to all orders before figuring the postal charge.
ALL PAYMENTS MUST BE IN U.S. FUNDS.
NEVER SEND CASH. Allow 3-4 weeks for delivery.

cut on dotted line

Quantity	Description	Size	Color	Unit Price	Total Price
Wisconsin Residents Add 5% Sales Tax				Postage	
DATE: Phone Number ( ) _____-_____				Total	

Name _____

Address _____

City _____ State _____ Zip _____

Phone Number ( ) _____

RPGA™ Member Number _____

Date _____/_____/_____

MASTERCARD # _____ VISA # _____

Credit Card Expiration Date _____

Signature of Cardholder _____

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CLUB MEMBERSHIP

Have you ever wanted to start you own ADVANCED DUNGEONS & DRAGONS® GUILD? How about a TOP SECRET® SOCIETY or a GAMMA WORLD™ FELLOWSHIP? Do you belong to a large group of role playing gamers that would like to become an *official* COLLEGE of the ROLE PLAYING GAME ASSOCIATION™ Network? Well, now you can!

Announcing *official* RPGA Club memberships! If you and your friends are members in good standing with the RPGA Network, meaning that your dues and product purchase payments are paid in full, then you can form any one of four different clubs.

FELLOWSHIP
Size Requirements — 7-25 RPGA Members
Accreditation Fee — $2.50 for club
Benefits — Listing in the RPGA Club Directory as an *official* Fellowship with your own distinct title .
An RPGA Club Certificate for your group.
Free postage on orders of RPGA Network merchandise over $30.00.
Plus much more to come!

GUILD
Size Requirements — 26-50 RPGA Members
Accreditation Fee — $5.00 for club
Benefits — Listing in the RPGA Club Directory as an *official* Guild with your own distinct title and insignia.
An RPGA Club Certificate for your group.
Free postage on orders of RPGA Network merchandise over $30.00.
Four gaming posters suitable for hanging in your gaming area.
Plus much more to come!

SOCIETY
Size Requirements — 51-75 RPGA Members
Accreditation Fee — $7.50 for club
Benefits — Listing in the RPGA Club Directory as an *official* Society with your own distinct title and insignia.
An RPGA Club Certificate for your group.
Free postage on orders of RPGA Network merchandise over $30.00.
Four gaming posters suitable for hanging in your gaming area.
A 5% discount on all orders of RPGA Network merchandise totalling over $50.00.
Plus much more to come!

COLLEGE
Size Requirements — 76 RPGA Members or more
Accreditation Fee — $10.00 for club
Benefits — Listing in the RPGA Club Directory as an *official* College with your own distinct title, insignia, and motto.
An RPGA Club Certificate for your group.
Free postage on all club orders of RPGA Network merchandise.
Four gaming posters suitable for hanging in your gaming area.
A 10% discount on all orders of RPGA Network merchandise totalling over $50.00.
Plus much more to come!

* All clubs must conform to the standards set down by the RPGA™ Network. These will come with a Club Information Packet and must be signed and returned to RPGA HQ.
* All "counted" members (for reasons of establishing club size) must be RPGA members in good standing. The club, however, may or may not be open to additional non-RPGA members, as the club members desire.
* No member may belong to more than one *official* RPGA Club at any one time.
* For an *official* club to maintain its standing it must maintain its membership. A Club may, at any time, change its status by increasing or decreasing its membership size. At that time the club must inform the RPGA HQ of this change to remain *official,* and pay a $2.50 reaccreditation fee.
* Only *official* RPGA Clubs will be listed in the Club Directory.
* An Accreditation fee is charged to cover the cost of club and member information additions into the computers.
* Potential RPGA members may be used for the club size "count" if they send in their completed membership form (with dues) with the completed Club form. Any existing member may join a new club and any future member may join the club if he includes the club number (on the Club Certificate) when he/she joins.
* The responsibility of contacting all of an individual club's members lies with the club President, leader etc., and not with the RPGA HQ.

(Cut on the dotted line)

Yes, my friends and I are interested in establishing an *official* RPGA™ gaming club in our area. Please send us an information packet.

FELLOWSHIP _____ GUILD _____

SOCIETY _____ COLLEGE _____

Name _____

Address _____
City State Zip

My RPGA # is _____

Our main interest lies in:

Role Playing Games in general _____

D&D®game _____

AD&D™ game _____

BOOT HILL™ game _____

DAWN PATROL™ game _____

GAMMA WORLD™ game _____

GANGBUSTERS™ game _____

STAR FRONTIERS™ game _____

TOP SECRET®game _____

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The POLYHEDRON is proud to announce a ROLE PLAYING GAME ASSOCIATION™ Membership Drive!

The ROLE PLAYING GAME ASSOCIATION™ Network (The ONLY Official DUNGEONS & DRAGONS® Club) is sponsoring a super-duper 9 month Membership Drive, to start at GEN CON® Game Convention on August 19th, 1982. Each and every member can participate. It works very simply: when HQ receives a new application for membership, **not a renewal**, *and* if that application has an existing member's number written on it, that existing member gets credit for recruiting 1 new RPGA™ Network member. We will keep electronic records of the recruiters and their totals. The competition runs through May, and all recruited applications postmarked after May 31, 1983 are ineligible.

Prizes will be awarded to EVERY member who recruits another! Prizes are cumulative (for 5 memberships, $5 in credits plus the special listed hereafter). Special prizes include:

1 Member: A full $1.00 credit towards ANY RPGA Network purchase. This maybe used for part of a Gift Catalog order, or saved towards a membership extension. Save them up, and get YEARS of free membership!

5 Members: One "RPGA Recruiter" button, AND one RPGA Tote Bag, with the RPGA symbol on the front. It's just the right size for pens, pencils, dice, and other gaming accessories.

10 Members: Your choice of ANY one of the "R" series of RPGA AD&D ™ modules, each one from a GEN CON® Tournament, and specifically designed with the players in mind.

20 Members: A UNIQUE offer — a T-shirt designed any way you want! Select ANY black & white art from ANY TSR product — including books, modules, or other accessories, from ANY TSR game — and we'll put it on a T-shirt JUST FOR YOU, along with your name, club, or just about anything else you want to say.

50 Members: A handsome wood and metal plaque, the same type as we give to tournament winners, PLUS a super special prize never before available: YOUR FAVORITE CHARACTER, from any game you wish will be illustrated by a professional TSR staff artist in **full color!** We'll get all the details from you, including race, items owned, colors worn, and so forth. Just imagine what your gaming friends will say, with an ORGINAL ARTWORK of your favorite game character on your wall for all to see!

100 Members: For this incredible achievement, you will receive two incredible prizes: FIRST, an Original Collectors' Edition of the DUNGEONS & DRAGONS game, ***personally autographed*** by the author **E. Gary Gygax** (a very rare item), PLUS an RPGA ticket to ANY GEN CON® Game Convention you wish to attend! The RPGA Ticket covers ALL event fees, convention registration, admission into otherwise restricted seminars and events, PLUS VIP treatment for the whole weekend. Winners must supply their own transportation, food and lodging; we'll cover the rest!

The **TOP THREE** recruiters in the drive will receive very special awards. One very special AD&D™ game will be held at the GEN CON® XVI Game Convention. The Dungeon Master will be the Grand Master of Dragons himself, **E. Gary Gygax** — and YOU can be the players! The Dungeon used will be the Original, never-published, CASTLE GREYHAWK — the very birthplace of the DUNGEONS & DRAGONS® game!!

What if the top 3 winners can't afford to come? Well, the second part of these top prizes are:

FIRST PLACE:

An ALL-EXPENSE paid trip to GEN CON® XVI Game Convention, PLUS a seat at the GREYHAWK game.

SECOND AND THIRD PLACE:

An RPGA Deluxe Convention Pass! This valuable item will cover ALL EXPENSES except transportation to the GEN CON® XVI Game Convention you wish to attend, including meals, lodging, all event and convention fees, and Deluxe VIP treatment for the weekend, plus a seat at the GREYHAWK game.

All of these astounding prizes **WILL** be awarded. START RECRUITING NOW! Remember, you win both ways — for each and every new recruit, plus special prizes for 5, 10, 20, 50, and 100 recruits, and grand prizes for the top three recruiters for the year.

Winners assume all liability during travel to and participation at all GEN CON ® Game Conventions. Text for T-shirts subject to revision at the discretion of the RPGA Staff.

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OFFICIAL RPGA™ MEMBERSHIP APPLICATION

(Please type or print legibly in ink)

Name _____

Address _____
Street

_____
City State Zip

Canadian/English Postal Code _____

Age _____

Birthdate _____

Club Name (if applicable) _____

Is this an "official" RPGA™ Club? _____

Club Address _____
Street

_____
City State Zip

Canadian/English Postal Code _____

VISA ☐ MasterCard ☐

Card # _____

Expiration Date _____

Phone # _____

Signature of card holder _____

(Please check one)

☐ 1-year _____ $10

☐ 2-year _____ $18

☐ 5-year _____ $40

☐ 1 yr + DRAGON™ Sub. _____ $30

(Initial membership only, no renewals)

(Optional mailing costs)

If you wish the POLYHEDRON™ Newszine to be sent:

☐ 1st class *(US, Canada and Mexico)* _____ + $5

☐ Air Mail *(overseas)* _____ +$25

(Wisconsin residents must add the applicable sales tax.)

FOR OFFICE USE ONLY

Interests	**Game Master**	**Player**
D&D® games	☐	☐
AD&D™ games	☐	☐
BOOT HILL™ games	☐	☐
TOP SECRET ® games	☐	☐
GAMMA WORLD™ games	☐	☐
DAWN PATROL™ games	☐	☐
GANGBUSTERS™ games	☐	☐
STAR FRONTIERS™ games	☐	☐

☐ Do NOT include my name and address in the RPGA™ Network Directory.

☐ I am interested in information on starting an "official" RPGA Network Club.

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